

progression of the musical performance chords and a progression of a plurality of preset mark-up reference chords is found.

4. (Amended) The game system of claim 3, wherein a progression of the mark-up reference chords is stored in a form of a table.

Sub B1 7. (Amended) The game system of claim 6, wherein the mark-up reference timings are stored in a form of a table.

8. (Amended) The game system of claim 1, wherein the mark-up processing device marks up the improvised musical performance on the basis of at least one of a progression of musical performance chords and a musical performance timing of the improvised musical performance of the player.

Sub B1 13. (Amended) A game system which enables a plurality of players to play a game for evaluating the accuracy of operations performed when the players have operated actual performance operation instruments in accordance with operation instructions given in connection with a displayed image of a performance operation instrument appearing on a game display screen, the game system comprising:

a mark-up processing device which marks up an improvised duet musical operation, said duet musical operation being playable with a degree of freedom of performance by the players through use of the actual performance operation instruments in accordance with performance operation instruction.

Sub B1 16. (Amended) A computer readable medium having recorded thereon a processing program to be used for controlling operation of a game system which enables a player to play a game for evaluating the accuracy of an operation performed when the player has operated an actual performance operation instrument in accordance with an operation instruction given in connection with a display image of a performance operation instrument appearing on a game display screen, the processing program comprising:

a mark-up processing routine for controlling a processor to mark up an improvised musical operation which is played with a degree of freedom of performance by the player through use of the actual performance operation instrument in accordance with a performance operation instruction.

Sub 21

21. (Amended) A computer readable medium having recorded thereon a processing program to be used for controlling the operation of a game system which enables a plurality of players to play a game for evaluating the accuracy of operations performed when the players have operated actual performance operation instruments in accordance with operation instructions given in connection with a display image of a performance operation instrument appearing on a game display screen, the processing program comprising:

a mark-up processing routine for controlling a processor to mark up an improvised duet musical operation which is played with a degree of freedom of performance by the players through use of the actual performance operation instruments in accordance with performance operation instruction.